

THE EYE SHIELD



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MESSAGE FROM ME

Welcome to issue thirty-eight of The Eye Shield. This issue, a new quest begins in *Adventure Time*, there are some more puzzling quotes for you to mull over in the *Puzzle Pages*, and we pay our final visit to the Weald and Downland Open Air Museum in *Knightmare Locations*. In addition to these tantalising treats, and all your other regular favourites, there are two reader contributions to enjoy as well.

As I so often say, I am always very grateful to receive any contributions for TES, which is why the time has now come to extend my thanks to Richard Temple for the continuation of his story *Trade in the Old for the New*, and also to Chris Stallard, who submits for your approval his tribute to John Woodnutt. The sad news of the first death amongst the Knightmare alumni was both a shock and a blow to my tender nature when it dominated the Knightmare forum in January, and so I was very pleased to agree to include Chris's tribute in TES. Read it, and weep.

Now, during our e-mail correspondence, Chris Stallard wrote something that struck me as being one of the most perceptive things I've ever read, so I thought I would include it in this section. The comment relates to his decision to submit his John Woodnutt tribute to the fanzine:

As a reader of TES, I realise that the fanzine has folded once due to a lack of interest, so it is vital to maintain this interest rather than just read it every other month.

I don't mean to harp on, readers, but I am still disappointed by the lack of feedback that TES is getting nowadays. It's great that you all keep coming back to read the fanzine, but, as well as letting you know what I think, I want to know what **you** think of Knightmare, The Eye Shield, life, the universe and everything. As Chris mentions above, Paul McIntosh abandoned The Eye Shield in December 1997 because of the distinct lack of reader interest. Of course, things are very different nowadays, as everyone airs their views about Knightmare on the forum, whereas in the past they would have written in to Paul and had their letters published in TES. This is inevitable, of course, and I am well aware that TES no longer needs to perform that role. However, if you read something within this fanzine that sparks any kind of a reaction, please let me know about it!

I was reading some of the posts on the forum in January when I came across a thread that was specifically related to an article featured in the

last issue of TES. It sparked off a thread about people's favourite and least favourite advisors, but a lot of the initial post was specifically about The Eye Shield. Don't misunderstand me here - I'm not asking you not to post on the forum about TES articles, but I would appreciate it if you could send me your feedback to include in the fanzine as well. The point of articles like *Good Advice, Bad Advice* is to make you want to send in your own lists in a similar vein. Remember, readers, I want your e-mails! I want opinions, observations, questions, countdowns - anything whatsoever to do with Knightmare. The e-mail address is, as always, at the foot of this section. Please get in touch.

Challenge Question: Which three Knightmare actors appeared in the 1981 TV version of *The Hitchhikers' Guide to the Galaxy* by Douglas Adams?

JOHN WOODNUTT

1924 - 2006

A tribute by Chris Stallard

The Knightmare community was saddened to hear of the death of John Woodnutt early in January 2006. The name, of course, will evoke warm memories from the majority of Knightmare fans, who remember with fondness John Woodnutt in the role of Merlin, the friendly, slightly disorganised but nevertheless authoritative wizard who played such a seminal role in quests in the early seasons. Fans will also look fondly on his performance as Mogdred, the intimidating alter-ego of Merlin. How many fans can truthfully say that they weren't just slightly scared by his booming voice and eerie laughter?

John was born on March 3rd 1924, and began acting at a young age. He was a trained Shakespearian actor, and his early roles were in stage-based productions of the Bard's works. His break into television came in 1956 when, in a role somewhat different from the Shakespeare he had made his staple, he played Victor in a televised adaptation of the David Karp novel *One*, a novel not dissimilar to *1984* by George Orwell.

After spending the remainder of the 1950s playing similar roles, John received a major boost when, in the mid 1960s, the BBC were so impressed by his consistent performances that he was offered the role of PC Birch in the cult show *Z-Cars*, alongside household names such as Stratford Johns, Frank Windsor and Brian Blessed. This led to appearances in well-known programmes such as *The Avengers*, *The Tomorrow People*, *Adam Adamant Lives!* and *Dr Who*, in which he appeared four times during the show's heyday in the 1970s. John also appeared in an episode of *The Bill* in which he played a rather distressed bank manager! Throughout the 1970s and 1980s, John also continued to play parts in adaptations of Sherlock Holmes novels, as well as performances of his beloved Shakespeare.

However, it is for Knightmare that we will remember John, playing the contrasting roles of Merlin and Mogdred. Mogdred was the dark side of Merlin's magic, which meant that John was playing both the main force for good and the main force for evil in the Dungeon, seeing as Treguard was strictly neutral in the early series. It is to John's eternal credit and also a testimony to his talent that he was able to play these contrasting

roles with such zest and conviction.

His performance as Merlin is the main reason why I felt compelled to write this article, as he played the part superbly. Merlin was friendly and approachable to all teams who reached him. Who can forget the twinkle in the eye when he spoke to the few teams that reached him in level 3? Whilst some are not fans of John's stumbling, forgetful approach to the role, I felt this was the most appropriate style for Merlin; a knowledgeable and friendly character, but, due to his age, slightly forgetful and rather disorganised. Despite this, John conveyed well the importance of Merlin, for although he was friendly, he often gave the impression that he had more important business to attend to and could be quite dismissive of teams who failed his challenge, such as Julie in series 3, who was told bluntly to *see herself out* after failing his riddles. She, of course, soon met up with the goblins. Therefore, in playing Merlin, John played the authority figure perfectly. He was warm and welcoming, but never let business drag on and could be blunt when he needed to be.

In total contrast to this, Mogdred was, to be honest, a frightening proposition! I can still remember being scared totally witless as a young boy in 1988 when Mogdred's tones boomed out at the dungeoneer. That echoing laughter and deep voice really were intimidating to a youngster, and although Mogdred only used physical violence on rare occasions, the intimidation was often enough to throw the dungeoneer. Even the deep laughter alone was enough, when Mogdred himself was not present. John also played this part superbly, as he showed that, whilst the threat can be intimidating, "*fear lives stronger in the threat than in any deed.*"

John left Knightmare after series 4 in 1990, following what many saw as a downgrading of Merlin's role. The reasons for this were that Merlin became one of the many victims of the stocks in this series, coupled with the famous colourful robes being replaced with tattered clothes, apart from during later appearances with Dickon and Giles. Following his departure, John played Sir Watkyn Bassett in the BBC's renowned comedy *Jeeves and Wooster*, and later a judge in the CITV comedy-drama *Harry's Mad*.

John's final major role came in 2000 with the role of a friar in *Dragon Heart II: A New Beginning*, a production that was certainly similar to Knightmare in its genre! He passed away early in January 2006 after a long illness, at the age of 81. On a personal note, John, wherever you are,

thanks for the memories.

John Woodnutt
3rd March 1924 - 2nd January 2006

REMEMBER THIS?

Series 1/2/3. Level 1.

THE SERPENT'S MOUTH

The Serpent's Mouth was first seen in the very first episode of Knightmare, formed out of the cliff in Lillith's lair. The fanged snake's head was hewn out of the blue-grey rock, and provided a formidable exit from the chamber. Most of the time, however, its function was merely to add to the threat of Lillith's lair, and it worked in exactly the same way as any other Dungeon door or exit, transporting the dungeoneer safely to the next chamber, if they managed to please Lillith enough for her to create a causeway. Twice in series 1, the Serpent's Mouth led down into the Monster's Maw, but, in both cases, the correct clue object was held to escape. In series 1 and 2, then, the Serpent's Mouth provided no real challenge to the teams itself - it was just another scary aspect to the Knightmare Dungeon.

In series 3, however, the cave of the Serpent's Mouth was used as the setting for one of the tougher level one challenges. With Lillith gone, the blue cave she had inhabited became a formidable obstacle for dungeoneers, because it presented them with the prospect of a very long, and doubtlessly fatal, drop into the abyss. Arriving on a tiny ledge of rock opposite the Serpent's Mouth, the dungeoneer would have to reach a small rocky path on the far left of the cavern, by means of a bridge created by a long, pink tongue that came out of the Serpent's Mouth and up to the ledge, but drew back after a few seconds. The challenge was simple - a quick dash across the tongue, a step to the left, and the dungeoneer would be safe. Simplicity itself! Er, isn't it?

When Cliff encountered this challenge, the tongue was extending and retracting so fast that an egg timer was needed to stop time in order for the dungeoneer to cross safely. Later, Ross was whipped into the Serpent's Mouth when he had barely started to cross, dumping him in the Monster's Maw. However, this was done so that he could use one of his clue objects - a rotten egg - to escape. When dim Douglas encountered this challenge, his team ignored the safe path and walked him straight into the Serpent's Mouth, despite Treguard's warnings. Although a nice animation sequence of walking through a monster's gullet followed, the team was not penalized for this particular mistake. And what of Gavin, the first dungeoneer of the series? According to some reports, he fell

off the tongue and died during this challenge, but was allowed to carry on and be killed off in the quicksand. I don't know how much truth there is in this report, but it shows how a fairly simple challenge seems to have caused a whole lot of problems. Of all the dungeoneers who encountered the Serpent's Mouth in series 3, only Julie accomplished the challenge as it was supposed to be completed, and even she had Mellisandre to set her off.

A strange challenge indeed, readers, so let's dwell on it no longer, and get to the scores.

Difficulty: 8 Very tricky, especially for level one.

Killer Instinct: 2 What part did it play in Gavin's death? I'm not sure...

Gore Factor: 9 When you think about it...

Fairness: 5 Perhaps it would have been better suited to level two.

ADVENTURE TIME

In this age of heroes - which began in December 1995 - the score is Dungeon 11, Humans 4. Now let's see what further challenges await our bold adventurers in the Dungeon depths.

The next dungeoneer is called Katie. Her quest begins in a small room with two doors. There is a grand throne between the doors, upon which Queen Kalina is sitting, facing the dungeoneer.

"Ah, another bold adventurer blunders onwards," Kalina remarks languidly. "Welcome to the Knightmare Dungeon. As you can see, a choice awaits you here. I suppose you want my help with it, do you?"

"Yes, please," asks Katie politely.

"Listen carefully, then," Kalina commands. "If you want your quest to continue any further, do not take the door on my sinister side. Now, leave me in peace."

Queen Kalina closes her eyes and begins to fall asleep. She has said all she is going to say.

"Well, team, you've had your clue," Treguard prompts the team. "Now make your exit as quickly as you can!"

The team decide that Kalina's sinister side is her left, which is Katie's right because the two are facing each other. Katie is taken through the left-hand door, into the level one clue room. Here there is a table containing a dragon mint, a small key and a green gem. Katie is directed around the back of the table. As she begins to examine the objects, the wall behind her starts to metamorphose into a very ancient and powerful face.

"Don't touch yet, Katie," Treguard warns. "All these things must be earned."

"Turn, intruder," the wall monster commands. "Turn and face me, for I am the Brangwen she, and none passes here without pleasing me. I have three mysteries, and here is the first. This is the way to comprehend, six feet deep as you descend. What is it?"

The advisors gabble together for a while, but Katie works out the answer to this herself.

"Fathom," she says boldly.

"Truth accepted," replies Brangwen. "Here is my second. Beneath London's streets, it's crowded and smelly, but in your own home it's a name for the telly. What is it?"

"It's got to be the London Underground," says an advisor.

"That's not a name for the TV," scoffs another.

"I know!" declares Katie. "The tube!"

"Truth accepted," responds Brangwen again. "Here is my third. It's a common game-bird, and it's always complaining. What is it?"

"Grouse," replies Katie.

"Truth accepted," says Brangwen for a third time. "Three is the score. Your quest is for the Cup, but you may not drink from it. The first step is the duck, but it is not the next step. A friend's release will be the key to your success."

"Remember, team, a perfect score means you may command her and she must answer!" Treguard exclaims.

"I command you!" declares Katie.

"I hear you," Brangwen intones. "The emerald stone holds only misery. The walls await me."

Brangwen disappears. Katie picks up the key and the mint before she is directed out. The next room contains a large pit, from which a green reptilian head protrudes.

"Ah, another dungeoneer," Smirkenorff rumbles. "Greetings, insignificant human. What is your name, and what do you bring me?"

"My name is Katie, and I bring you this dragon mint," Katie replies.

"Ooh, delicious," Smirkenorff approves, licking his scaly lips in anticipation. "Place it on the floor before you, if you please."

Katie puts the mint down for the dragon.

"Thanks for that," Smirkenorff smiles. "In return, know these two snippets of information as the truth. The password for this level is *fortitude*, and the second step is the chicken. Now, farewell."

Katie is then directed out. She emerges into a red room that is dominated by a silver wall. As the team watch, the wall grates forward and forms a colossal face, completely blocking the exit.

"Password!" the blocker demands.

"Fortitude," replies Katie.

Once the blocker has disappeared, the advisors direct Katie out. She now stands in a small cave, where Motley is trapped by his feet in a set of stocks.

"Oh, hello there, Helmet Head," Motley says dolefully when he sees Katie. "I would always stand in the presence of a lady under normal circumstances but, as you can see, I am somewhat unable to do so at present. What's your name, then?"

"I'm Katie," she replies. "Would you like any help getting out of there?"

"Well, sure, but you need a magic key to open these," Motley tells her. "Of course, if you can't let me out then things might be scuppered for you as well. I'm actually sitting on the trapdoor to level two, but it won't open

unless the stocks are unlocked, such is the magic of their spell."

"Well, team, here's a case of a friend in need if ever I saw one," Treguard chuckles. "Can you unlock the path of truth for both of you, Katie?"

Motley is pleased to see that Katie has the key to free him. Once she has unlocked the stocks, Motley gets to his feet and heaves the great contraption off the trapdoor. The jester then kicks at the trapdoor and it swings open with a creak.

"Ooh, that's gonna hurt in the morning," Motley winces, rubbing his leg and back. "Ah well, at least you can get to level two now. Don't just go blundering down there, though, or you'll break every bone in your body! I gift you the spell *float* - that should make the trip slightly easier for you. Well, thanks for rescuing me, Katie, and good luck with your quest. See ya!"

Motley skips merrily away. The advisors take Katie to stand before the trapdoor, then the spell is cast.

"Spellcasting:" says the spellcaster. "F-L-O-A-T."

Katie steps forward boldly, and floats safely down into level two.

Well, it's a flying (or floating) start for Katie, but is she up to the challenges of the second level? Read the next Adventure Time to find out.

PUZZLE PAGE ONE

Spell Quotes

This really is for Knightmare super-geniuses only! Name the Knightmare character responsible for each of the following quotes, as well as the spell (or spells) they are awarding, the dungeoneer to whom they are awarding it (or them), the episode, and the purpose of the spell (or spells).

- 1.) "As it's offensive magic, I hope you'll have the sense to use it defensively."
- 2.) "As magic goes, it's what you might call heavy but a bit hasty."
- 3.) "It may summon one who is long-dead to your cause."
- 4.) "Just like in the card game, but of course, this is no game."
- 5.) "It can be most unpleasant without the antidote, which is of course... ah-ha-ha-ha! That would be telling."
- 6.) "I'll lend you a bit of magic, right? I uses it when me act is wearing a bit thin."
- 7.) "Don't use it on anything you can touch, if you know what I mean."
- 8.) "You cannot kill the catacombite, so I want you to neutralise it for me. For this purpose, I gift you a spell."
- 9.) "It is rather a *small* spell, but I think you will find it has its uses."
- 10.) "Use it before you use the trapdoor, or you will drop like a stone!"
- 11.) "It's a sort of universal remedy; you can use it on yourself or on other people. You can even use it to restore energy."
- 12.) "One defeats the sorceress Aesandre; the other releases the object of your quest."

CLASSIC QUEST

Series 3

Quest: The Shield.

Dungeoneer: Cliff.

Advisors: Matthew, Richard and James.

Home town: Felixstowe, Suffolk.

Team score: 6 out of 10.

The second team of series 3 did rather well, although the exact nature of how and why they died has caused some confusion in the past. Read on, and all will become clear.

Level One: After the usual die roll to start off the quest, Cliff meets Motley on a rocky ledge. The jester poses Cliff an easy riddle, which is answered correctly in no time. Motley gives Cliff a spell called DRINK. After being chased along some more rocky ledges by the Armoured Behemoth, Cliff arrives in a room that contains a large pool of purple water, but no door. Treguard gives the team a hint: *"It's a thirst for knowledge that you have, but it's water that bars your way."* - **Treguard**. The DRINK spell is cast, and the water drains away through a small hole in the wall of the pool. Cliff has to crouch down and crawl through this hole, into the clue room.

Brangwen is on guard, and Cliff answers two of her three questions correctly. As well as the usual wall monster information from previous series, Brangwen reveals the first step - *music*. From the clue table, Cliff picks up a bone and an egg timer. After negotiating the spectral scorpion's sting and a precarious narrow path over an enormous black hole, Cliff reaches the Serpent's Mouth. The egg timer is utilised here to freeze the long, pink tongue, providing a stable bridge to reach the rocky ledge.

In the Dungeon kitchen, Motley is trying to make Mellisandre laugh. She refuses to do this, until Cliff arrives, and his comical appearance tickles Mellie's funny-bone. Mellie provides Cliff with the second step - *laughter* - and, when Mr. Grimwold arrives, placates the ogre until Cliff has escaped: *"Mrs. Grimwold, she doesn't like people in her kitchen, and Mr. Grimwold, well... he just doesn't like people!"* - **Mellisandre**.

Cliff finally arrives in the wellway room, where Mrs. Grimwold is waiting

for him. Festus is with her, leading to an amusing scene, the end result of which is that Cliff gives Mrs. Grimwold his bone to feed to Festus, in return for which she conjures up a well for Cliff to use to descend to level two. As he is doing this, Mr. Grimwold puts in another appearance, but Mrs. Grimwold keeps him at bay while Cliff climbs into the well.

Level Two: After jumping off the Spindizzy and puzzling out another easy riddle from Motley about a choice of five doors, Cliff learns the third step from the talking crow - *on your knees*. A large, hairy giant's foot blocking some doors is Cliff's final obstacle before he reaches Merlin's room. After summoning the three steps without difficulty, Cliff meets Merlin, who poses two questions. With both answered correctly, Merlin rewards Cliff with the spell DANCE, and even demonstrates how it might work! Cliff next has to avoid some goblins in the Corridor of the Catacombs, before negotiating the Cavern Range.

Cliff then reaches a room with four doors, where he is accosted by the burly Scottish warrior, McGrew. The team cast DANCE against him, causing the clansman to prance around the room to the accompaniment of bagpipe music. Now, it has been said in the past that it was wrong of the team to cast the spell here, so let's set the record straight once and for all: casting the DANCE spell against McGrew *was* the right thing to do! What the team did wrong, however, was fail to stick around for long enough to show mercy and release McGrew from the spell, for which they would have earned his comradeship until the end of the level: "*Will you nae take pity? I'll do anything for thee!*" - **McGrew**. So, the team abandon McGrew in his prancing state, and Cliff leaves the room without a vital ally.

The minecart chamber follows, but a haunted sword is on guard. Now, as we know from watching Ross's quest later in the series, McGrew would have fought this off with his own sword in next to no time, and then provided the necessary muscle-power to push Cliff and the minecart down the tunnel to level three. However, without the Scotsman there to help him, Cliff is doomed: "*If only you'd listened to the pleas of McGrew, then perhaps you would have had the help you need here. There's no way down that tunnel on foot, and besides, this chamber appears to be haunted!*" - **Treguard**. The haunted sword relentlessly pursues Cliff around the chamber, sapping his life force until it runs out, bringing an end to the quest.

Summary: A very good performance, and one of the longest quests in series 3. However, when it came down to it, undue haste meant that the boys just couldn't cut the mustard in the end.

Trade in the Old for the New

By Richard Temple

Julius Scaramonger sat in the grounds of a somewhat rundown house, washing clothes. Once the most successful and prosperous trader in the realm of Knightmare, he was now reduced to working as a servant for the local nobility, the very people with whom, at one point in his life, he had rubbed shoulders and socialised. Now he was washing their dirty clothes. If that wasn't humiliating enough, he had to share a house with, work with, eat with, and even breathe the same air as the most repulsive creature he had ever laid eyes on.

"Julius!" came a shrill cry from inside the house. "Hurry up with that washing. Count Brinkator wants his shirts ready for a quarter to two!"

"Yes, Mrs. Grimwold," Julius replied through clenched teeth.

God, but he hated that old hag and her mangy two-headed mutt, almost as much as he hated the Powers that Be. In his mind, it was their fault that he had been reduced to washing clothes. If Ah Wok could openly serve the Powers that Be, why could he himself not do business with Lord Fear and the Opposition? Anyway, the Powers that Be were hypocrites, having used his services as a trader when it suited them. As soon as Ah Wok turned up, though, Julius reflected bitterly, he himself became public enemy number one and was driven out of business!

"I'll get even with Treguard and the Powers that Be one of these days, you just see if I don't!" Scaramonger growled.

Julius was so absorbed in his work that he didn't hear the garden gate creak open, or the footsteps of the visitor as they approached him.

"Allo, Scaramonger. My, my, but the Merchant Prince has lost his crown, it seems."

Julius recognised the gruff, harsh voice instantly, and turned around to come face to face with Skarkill.

"What are you doing here?" Julius demanded

"Looking for you," Skarkill leered. "His Lordship wants a word with you."

Julius's spirits rose, but then he suddenly felt apprehensive.

"And, er, to what do I owe this unexpected honour?" Julius asked suspiciously.

"You ain't in trouble, Scaramonger. His Lordship has a job for you."

"Oh, well, then you can tell his Lordship, my dear Goblin Master, that ..."

"You can tell him that Julius is too busy with his washing!" interrupted a shrill cry from the cottage. "Now would you be so kind as to *CLEAR OFF!*"

Mrs. Grimwold's hunched figure was standing in the doorway of the cottage. The sight of the revolting old hag made even Skarkill's stomach churn with disgust. *How that ogre stands the sight of her every day, I do not know*, he thought to himself. Skarkill then pulled himself together. The old witch was standing in the way of Opposition business, and she was unarmed. He shouldn't have any bother dealing with her.

"Now look here, you old hag," he began, trying to sound as threatening as possible, and brandishing his axe before him. "I'm a servant of the Opposition, and you are standing in the way of Opposition business, so unless you want to get turned into goblin fodder, you'd better get out of my way. Now, I'm taking Julius to Marblehead. Any objections?"

Mrs Grimwold looked at the axe and at the Goblin Master, and then screeched at the top of her voice: "FESTUS!"

From within the house came a deep, evil growl, and before Skarkill could react, Festus, the two-headed Hellhound, came bounding out of the doorway and leapt at the terrified Goblin Master. But Skarkill was not about to hang around. He ran for his life, forgetting all about Julius, and about Lord Fear's plan. Mrs. Grimwold cackled to herself, then she rounded on Julius.

"Get back to work at once!" the witch ordered.

"Yes, Mrs. Grimwold," Scaramonger answered miserably, and he returned to his work.

Meanwhile, at the Dirty Duck Inn, Shadow Voice was conducting a business meeting with a huge, hulking Atlantian goon.

"So, do we have a deal?" Shadow Voice asked the huge ruffian, from his perch in a dimly lit corner of the bar. "If you kill the trader Julius Scaramonger, or Honesty Bartram, or both of them if possible, and make it look like a robbery gone wrong, then the Lady Maldame, Queen of the Great Mire, will reward you handsomely."

The huge thug whom Shadow Voice addressed was dressed in dirty leather trousers and a stained short-sleeved shirt with red rings around it. He stood just short of seven foot tall, and had dirty blond hair, a thick jaw, a nose that looked like it had been broken a few times, and a gaudy scar over his left eye. His eyes were a deep green, like the eyes of all Atlantians. This hulking behemoth of a man was not the brightest spark, but he was one of the strongest and most brutal warriors around. One local story claimed that he had once ripped apart two hobgoblins with his bare hands. The Atlantian's whole body was basically muscle, and as a result he was very difficult to hurt in any way. The Atlantian looked at Shadow Voice and drank his ale, whilst mulling over the proposition. At last, the brutish thug downed the remainder of his ale in one gulp and laughed harshly.

"HA, HA!" he boomed. "Mr. Shadow Voice, we have a deal. Killing these two traders will be like squashing puny bugs under my foot!"

Shadow Voice grinned sinisterly, although the Atlantian could not see this due to the gloomy darkness in which Shadow Voice was always enshrouded.

"Excellent, my friend, excellent!" Shadow Voice approved. "You will be well rewarded for your efforts, I assure you. However..." Here his tone of voice changed, becoming cold and harsh. "Fail us, and Queen Maldame will make your green lifeblood bubble and boil within your veins!"

The Atlantian became slightly uncomfortable, for though he was not very bright, he knew better than to cross Maldame.

"Don't worry, Mr. Shadow Voice," the assassin returned. "The Atlantian is on the job."

Shadow Voice nodded, then he got up and left the inn. The Atlantian ordered another three ales, all of which he downed in minutes. He threw some coins onto the bar and left, heading into the forest, towards Mrs. Grimwold's cottage. Meanwhile, Skarkill was returning to the very same washhouse, bringing with him a new plan to capture Julius Scaramonger.

So, readers, the plot thickens. With Shadow Voice intent on carrying out Maldame's orders to destroy Julius Scaramonger and Honesty Bartram, and Skarkill intent on carrying out Lord Fear's orders to take Scaramonger back to Marblehead, and Mrs. Grimwold intent on getting Count Brinkator's washing done, someone is going to be sorely disappointed. Do you want to discover who that someone will be? Then read the fourth thrilling instalment of this story in the next issue, and you might just find out.

CREATURE FEATURE

Series 1/2/3. Level 3.

THE GARGOYLE

The Gargoyle resided in level three, and made several appearances in the first three series of Knightmare. Unlike the traditional small stone monsters that sometimes adorn buttresses on old buildings, this gargoyle consisted of nothing but a large human face, hewn out of the stone of the Dungeon, and with the power to hide and reveal doorways in its level three chamber. The Gargoyle's name was Mug, and it spent a lot of its time being depressed about how ugly it was. During these lengthy bouts of depression, it turned blue all over. However, when it was in a happier mood, it was red. This, at least, was the state of play in series 1 and 2. By series 3, Mug had seemingly learned to control its feelings enough to stay its natural grey all the time, and it had developed the knack of moving its lips when it spoke, which it was unable to do in the first two series.

Mug's first appearance was in the eighth and final episode of series 1, when dungeoneer Richard had to cheer the creature up so that it would open the door from its chamber. As Treguard explained, the Gargoyle "*...suffers from acute depression, probably because of its ugliness.*" - **Treguard**. This helpful comment was unlikely to improve Mug's mood, so it was up to Richard to flatter him into feeling better about himself. This he did very well, which caused the creature to change colour from blue to red, and to open the door from the chamber.

A very similar scene occurred in the fifth episode of series 2, when winning dungeoneer Mark had to cheer up the Gargoyle in order to get past. Again, the creature changed colour from blue to red, and revealed the exit to the dungeoneer. However, when second winner Julian met the Gargoyle in the first room of level three, the creature was red already. After passing on a few snippets of information to Julian about clue objects and the correct door to take from the chamber, it began to get depressed simply from the strain of talking to the dungeoneer: "*Too much talking turns me blue!*" - **Mug**.

The Gargoyle's fourth and final appearance on Knightmare came during the fifth episode of series 3, when Leo arrived in its chamber. The creature was now suffering from an affliction which I call wall-monster-mouth, which means that a human mouth was being projected onto its

face in order to make the Gargoyle's power of speech seem more convincing. (Wall-monster-mouth was also used, of course, to provide the mouths for Golgarach, Brangwen, Oakley and the door monsters, and the whole faces of Olgarth, Granitas and Igneous.) This effect did nothing to add to Mug's character, although it did make a change to see him asking a riddle instead of needing to be cheered up. Of course, the team's inability to answer the Gargoyle's riddle led to the eventual demise of Leo's quest, which was a shame in many ways. Although the creature seemed calmer and more relaxed in series 3 than in series 1 and 2, Treguard made it clear that the Gargoyle could still turn nasty once Leo had failed to answer its riddle: "*Hurry, for it may even turn hostile!*" - **Treguard**.

So, the Gargoyle was a strange creature, and not one that was easy to deal with, although it could help the quest significantly if it so chose. Its four brief level three appearances make it one of Knightmare's more forgettable creatures, but its dreary and depressing character does fit well into the dark and mysterious depths of the early Knightmare Dungeons.

Fear Factor: 7 Large, ugly, and sometimes threatening.

Killer Instinct: 2 Sometimes hostile, but not really in a position to harm.

Gore Factor: 5 It wasn't *all that* ugly!

Humanity: 4 A human face, with a human spirit trapped inside? Who knows...

REMEMBER HIM?

Series 7/8. Level 1/2.

ROTHBERRY THE APOTHECARY

Rothberry, Knightmare's third stallholder, following on from Julius Scaramonger and Ah Wok, was an alchemist and apothecary. These two careers notoriously went hand-in-hand in medieval times, which is why Rothberry fitted well into the Dungeon village of Warlock. Dressed in flowing white robes, Mark "Lord Fear" Knight provided the affably bumbling manner and deep, slightly vacuous, voice of Rothberry. His alchemical ambitions meant that he was very partial to the odd bar of gold, and he could often be persuaded to part with something useful in exchange for one.

Rothberry's skills as an apothecary were not very highly thought of in the local community: *"His wares are notoriously unreliable; I think it's because they're homemade."* - *Treguard*. However, some of Rothberry's medical concoctions did work rather well, fortunately for Hordriss, whose altercation with Grimaldine during Nicola's quest had left him feeling rather green. When Nicola met Rothberry and provided him with a bar of gold, he supplied a potion that set Hordriss to rights in seconds.

However, providing dungeoneers with medical assistance was not Rothberry's main function. He was far more useful for supplying sight potions and powders, spyglasses, information and spells. He was always willing to help dungeoneers, as long as they listened to his constant babbling for a while, although he sometimes needed setting straight about what constituted useful information for a dungeoneer: *"Yes, I could probably give you some information, like the melting points of some metals."* - *Rothberry*.

Rothberry made several appearances in series 7, all of them crucial to the success of the quest, most of them notably amusing: *"These are bats' droppings. What you do you see, Naila, is you pop them under your pillow when you go to bed, and then in the morning you have no trouble getting up."* - *Rothberry*. He made a brief return in series 8, but it was confined to a single appearance with dungeoneer Mike, in episode 6.

On this occasion, Rothberry was very upset, apparently having taken a put-me-down potion that he had mistaken for a pick-me-up, although he

managed to overcome his dismal mood sufficiently to help Mike safely down the trapdoor to level two, in exchange for a bar of gold, naturally. That was the last we saw of Rothberry the Apothecary; it's a shame he was only used once in series 8, but then there are lots of things about series 8 that are a shame. Rothberry remains a memorable character, friendly and funny, but also crucial to the quest on occasions.

Fear Factor: 2 He occasionally had a Lord Fear-like sneer about him.

Killer Instinct: 1 Drinking any of his concoctions was always a risk!

Humour Rating: 5 Occasionally known to have a hearty chuckle.

Oscar Standard: 8 A funny, convincing performance.

KNIGHTMARE LOCATIONS

Weald and Downland Open Air Museum, Chichester, West Sussex

The Weald and Downland Open Air Museum. Vital Statistics:

Location: Chichester, West Sussex.

Century of Origin: Various.

Also Known As: Wolfenden.

Series featured in: 5 and 6.

These pictures were taken by me, Jake Collins, in July 2004.



Here is a view from the other end of Wolfenden High Street, as seen in Sarah's series 5 quest.

Below is a close-up of the market hall, where Duncan encountered his level one clue objects. Unfortunately, someone has thoughtlessly left their pushchair right in my shot!

The third and final photo is of the area beneath the market hall where Alan and Ah Wok defeated a spectral samurai warrior in series 6.



PUZZLE PAGE TWO

Death Threats

Although only a select group of Knightmare characters managed to bag themselves a victim, plenty more could and would have done under the right circumstances. Name the character responsible for each of the following quotes, as well as the dungeoneer whose quest they are threatening - but not succeeding - to finish off. Name the episode as well if you're feeling clever.

- 1.) "Enough! I lose patience! Contrary to your beliefs, this is not a game. You thwart me, and so I destroy you!"
- 2.) "I knows what you are; you's breakfast! And not before time, too, I is hungry!"
- 3.) "You just wait there, dearie, and I'll go and get Festus to meet you!"
- 4.) "You don't look like a Campbell. But they're devilish cunning, are these Campbells, so I'd better finish you to be sure!"
- 5.) "There is an uncomfortable warmth in here. It offends me; it disturbs me."
- 6.) "Three times I will demand truth. Three times may you answer. Fail three times and I feed on you."
- 7.) "You have firm ground for taking this chance, I suppose. Somehow, I think not!"
- 8.) "You've used up all your magic, so now it's time for _____'s revenge!"
- 9.) "This is too tiresome; you have offended me. If you cannot show respect, then I will just have to show you some!"
- 10.) "Hold! Stand still or I grip you."
- 11.) "Right, gotcha! You're _____'s meal ticket now."

12.) "Test you, we will, and test you now. Crush you, we will, if you fail!"

THE LORD OF DREAMS

Part VI

Mona, Charley, Lily and Fang have navigated the Nightmare Dungeon, and now only Aesandre stands between the adventurers and the mysterious Lord of Dreams. Will they make it home? Find out in this gripping final chapter.

The room was tall and long and had icicles hanging from the arches. As well as the two exits on the far wall there were several windows through which various snowy landscapes were visible.

"I don't like this eerie silence" Lily whispered. "Where's Aesandre?"

"Why, I'm right here, child" came Aesandre's frosty voice as she appeared in front of them. "I'm glad you were intelligent enough to expect me. I suppose you'd like me to let you go?"

"It would be nice" muttered Charley.

"Well, I won't!" she suddenly snapped. "I gave you fair warning but still you insisted on trying to reach the Lord of Dreams. Well, as none of my puzzles on this level have flawed you, I will have to deal with you myself."

Charley opened his mouth to spellcast in an attempt at heroism, but Aesandre snapped her fingers and a sheet of ice appeared over his lips.

"We'll have none of that, thank you!" the ice queen sneered. "There's no need to fear, anyway; you'll enjoy your lives as ice-men, pandering to my every whim. Now, who first? How about that cat?"

It was at this point that Mona summoned up enough energy to throw a vampire bolt at her. Aesandre stumbled back in surprise, but soon regained her composure. With a look of hate and indignation, she threw an ice bolt straight at Mona, who blocked with another vampire bolt. She made a sign to Fang, who immediately leapt at Aesandre and started scratching her face. Mona took the time that she was wrenching him off to gather even more energy.

Aesandre threw Fang to one side, but he was caught by the now mute Charley. As she did so, Mona threw all her power and skill into creating a force-field around Aesandre, power streaming from her fingertips. The witch's screams filled the room.

"I can't hold her for long!" Mona screamed. "The spell, Princess Giant, now!"

Lily had been gazing at the fray in awe and terror, but now she found her voice.

"Spellcasting:" she yelled above the din. "F-I-R-E!"

Mona cut her power and fell, exhausted. Aesandre lurched forward at her. As she did so, a huge bolt of lightning jumped out from Lily and hit her full on. Aesandre screamed as she was engulfed in the fire. Within seconds there was no sign of her.

"Well done!" breathed Lily as she helped Mona up. "I thought we were all goners then."

As his ice gag disappeared, Charley put Fang down. He ran to Mona.

"So did I" Charley joined in, wiping his mouth. "It's a good thing you managed those vampire bolts, Mona."

"I don't think there'll be any more for a while" Mona smiled through her exhaustion. "Let's go."

She started trudging towards the right-hand door, but the others veered her to the left.

"Remember what Smirkenorff said" Lily explained.

"Oh, yeah" breathed Mona. "I forgot."

They went through the door and into another stone room. It was completely empty.

"Oh, great!" exclaimed Lily. "Now what?!"

But their spirits were lifted as Merlin crashed into the picture.

"Well done indeed, you three!" he beamed. "You have proven yourselves equal to the Dungeon's challenge, and are now counted among the champions of chivalry! I say, Mona, you have exhausted yourself. Spellcasting: V-I-M."

"Thank you" said Mona, as the burst of energy revived her spirits. "But we still haven't found the Lord of Dreams; where is he?"

"Nearby" smiled Merlin. "In fact, he's with you even now."

Merlin chuckled to himself as he melted away. It was then that Lily noticed an archway to their right. It was completely bricked off, but had an engraving above it: Shiek Kahib.

"Was that here before?" Lily wondered.

"Who cares?" shrugged Mona. "That engraving says Lord of Dreams in Latin. Don't you remember Hordriss calling him that when we first arrived?"

"Oh, yeah" Charley remembered. "But it's bricked off; how do we get through?"

"By using the only clue we have left!" enthused Mona. "Spellcasting: D-O-O-R!"

Sure enough, the bricks cleared away to reveal a dark passage. The four companions walked along it until they came to their destination.

They could see a figure sitting on a throne in the darkness in front of them. He appeared to have a powerful build and his piercing eyes studied them from the shadows. Mona took a step towards him.

"I am Mona the Vampire" she boldly proclaimed. "Are you the Lord of Dreams?"

From the darkness, a rich, powerful yet kindly voice spoke to them.

"Some call me that" it said. "You see, ruling a place like Knightmare, which is built on dreams, does earn one something of a reputation. My true name, however, is Treguard of Dunshelm."

The man who had introduced himself rose and stepped into the light. He looked to be in late middle-age, but his broad frame and fierce countenance showed that he was a powerful man. His black beard was streaked with grey and he wore a cloak of red satin and silver-studded black chainmail. He favoured them with a warming smile.

"My Lord Treguard" bowed Mona. "I am honoured."

"It is my honour to meet you, Mona, and all your companions" Treguard told them in an assuring tone. "Your activities here have impressed me greatly; my dungeons have not seen adventuring of that calibre for many years. Not only did you fathom all the tasks you were set, but you used your own wits and guile to come out on top every time; all of you."

The Lord of Dreams swept his arm to the side and a golden table appeared. On it were three trophies of silver, shaped like frightknights.

"You will each take one of these as a memento of your time here" Treguard told them. "First, Lily. Or is it Princess Giant? You have overcome your naturally wary nature admirably and used your powers to prove a worthy foe. Accept this with the salutes of Knightmare Castle."

"Thank you!" beamed Lily, accepting her trophy.

"And Charley" Treguard continued. "Or should I say Zapman? Your heroic sense of

duty to your companions has made you a worthy hero, and your skill with those weapons of yours is remarkable. Accept this with well-deserved pride."

"Thank you, sir" stammered Charley, as he nervously took the trophy.

"Fang" smiled Treguard, lowering himself onto one knee and addressing the cat. "What a loyal sidekick you are, and a threat to monsters everywhere. You must accept this with my congratulations."

He took a very large trout from the folds of his cloak and Fang licked his lips with glee; now it had definitely all been worth it!

"And, finally, Mona" Treguard concluded. "Your quest could not have been successful without your knowledge and skill. Count this as one of your greatest achievements, and bear this trophy always, and Knightmare will indeed be honoured."

"Many thanks" Mona returned sincerely. "It has been a great experience, but may we please now return home?"

"Of course!" Treguard bellowed heartily. "I must tell you all what a pleasure it has been to have you as guests. There's just one last thing. Please hold up your palms, Mona."

She did so, and Treguard moved his own palms close to hers so that they were almost touching. Mona felt a surge of energy enter her body.

"I know you were sent here by your enemies" Treguard continued. "This illusion should help to redress the balance."

He took his hands away, and stepped back into the shadows.

"And now" whispered the voice of the Lord of Dreams. "Farewell."

The room began to melt around them, and they found themselves taken back through time and space to the pavement outside Mona's house.

Angela was crying on the pavement, George standing bewildered beside her.

"What are we going to do?" Angela sobbed. "We're in big trouble!"

"We?" George repeated. "It was your idea!"

"You cast the spell!"

"I didn't know it would work!"

"Children, please!" came a voice from behind them. "You surely know that spells don't really work, don't you?"

Angela and George spun round to see Mona, Charley, Lily and Fang watching them in amusement.

"Mona!" exclaimed Angela. "You're alive!"

"Of course" Mona shrugged. "Those spells don't really work, you know. I'm afraid you've just been wasting all our time again!"

"We're sorry!" blurted George in amazement. "We'll leave you alone now."

"I don't know, George" mused Mona. "You did interrupt our MGM, you know. Shall we let them off, guys?"

Charley and Lily solemnly shook their heads. Mona grinned an evil vampire grin at them and splayed her fingers in front of her. The vampire bolts leapt onto the pavement to form the figure of a very large catacombite.

"Eek!" screamed Angela. "Save me, George, save me!"

But George was already halfway down the street. Screaming wildly, Angela turned tail and followed him, the catacombite rattling behind. The remaining four figures stood and watched them disappear into the night.

"I hope it doesn't catch them" said Lily insincerely.

"Don't worry" said Mona. "Treguard said it was only an illusion; doubtless it won't last forever."

"I hope it lasts a long time" ventured Charley.

"A very long time" added Lily.

"Well," sighed Mona. "This will certainly make an interesting story the next time we do presentations in class."

"I wonder if anyone will believe us" mused Lily.

"Do they ever?" laughed Mona. "But it doesn't matter to me, guys, and do you know why? It's better that they don't know the extent of all the spooky goings-on in this town. And after all, I know that there's really only one thing that prevents them from being unable to sleep at night: the skilful and dedicated monster-bashing team led by Mona the Vampire!"

POETRY CORNER

The winning quest from series 5 gets examined in verse now, as Ben Lowings and his friends complete an excellent display of Knightmare adventuring.

From Devon came Ben's winning crew,
First, on Smirkenorff Ben flew,
Then Motley's elfin prison moan,
Gave rise to need for arken stone.
From Julius the gem was bought,
Then came Elita's rude retort.
Past the coloured causeway tiles,
Motley solved the blocker's trials.
Then Ben became a lift descendent,
With Hordriss as the lift attendant.
In level two, past woodland glade,
Sylvester Hands a swindle played.
Ben solved the warden's questions well,
Then Gwendoline had much to tell.
Ben and team soon got the drift,
Sir Hugh performed a fireman's lift.
With monkish clues and magic spell,
The causeway pieces scraped and fell.
Ben soon escaped, to level's end,
Where Skarkill proved to be no friend.
The archer's arrows made him flee,
Then Ben went down to level three.
A frosty welcome there was shown,
As Ben was told to find a bone.
Elita gave the body part,
So Hordriss shared his magic art.
Aesandre's taunting was not nice,
So Ben made her a block of ice.
With Roman numbers chosen right,
The Shield of Justice was in sight.
The shapely puzzle caused no shame,
And Ben and friends had won the game!

PUZZLE ANSWERS

Challenge Question:

David Learner (Pickle & Marvin the Paranoid Android), Michael Cule (Brother Mace & Vogon Guard) and Rayner Bourton (Skarkill & Newscaster.)

Spell Quotes:

- 1.) Merlin. SWORD. Leo. Episode 305. To scare Hordriss away.
- 2.) Cedric. ANVIL. Daniel I. Episode 105. To knock out Gumboil.
- 3.) Malice. HERO. Alistair. Episode 405. Purpose unknown.
- 4.) Merlin. TWIST. Ross. Episode 308. To turn over some upside-down doors.
- 5.) Lillith. ITCH. Daniel I. Episode 104. To incapacitate Gumboil.
- 6.) Motley. DASH. Giles. Episode 415. To outrun a group of goblins.
- 7.) Cedric. AVAUNT. Steven. Episode 215. To destroy a cavernwraith.
- 8.) Lillith. FREEZER. Simon I. Episode 103. To freeze a catacombite.
- 9.) Merlin. TINY. Giles. Episode 416. Purpose unknown.
- 10.) Brother Strange. FLOAT. Daniel II. Episode 802. To float down to Goth.
- 11.) Merlin. CURE. Martin II. Episode 314. To restore Motley's lost voice.
- 12.) Hordriss. FIRE, to release the Shield. FREEZE, to defeat Aesandre. Episode 509. Ben I.

Death Threats:

- 1.) Malice. Episode 413. Dickon.
- 2.) Troll. Episode 207. Akash.
- 3.) Mrs. Grimwold. Episode 309. Kelly I.
- 4.) McGrew. Episode 308. Ross.
- 5.) Aesandre. Episode 509. Ben I.
- 6.) Golgarach. Episode 313. Martin II.
- 7.) Mogdred. Episode 416. Giles.
- 8.) Gumboil. Episode 105. Daniel I.
- 9.) Hordriss. Episode 305. Leo.
- 10.) Brangwen. Episode 304. Leo.
- 11.) Skarkill. Episode 508. Ben I.
- 12.) Oakley. Episode 401. Helen II.